

ABSTRACT

A method for distributing game tokens, such as playing cards, in a game which includes the distribution of game tokens to n players (P_1, P_2, \dots, P_n), includes the steps of: (a) obtaining from each player P_i a first unit A_i , wherein each A_i is chosen from a finite set of discrete candidate first units; (b) obtaining from each player P_i a second unit B_i , wherein each B_i is chosen from a finite set of discrete candidate second units; (c) deriving a third unit C using a predetermined algorithm where $C = f(B_1, \dots, B_n)$; (d) assigning a previously unassigned game token G_i to each player from a predetermined algorithm where $G_i = f(A_i, C)$; and (e) repeating steps (a) - (d) until a predetermined number of game tokens cards are distributed to each player.